

A mult mythological Saga

Demonstrated by the fifth entry of the series, Tanabe's underlying story is shown to be well thought-out: its story goes back to a time that predates all other adventures. For example, the Seven Sages appear for the first time, whom the towns are named after in the second entry of the adventures (*THE ADVENTURE OF LINK*).

In *OCARINA OF TIME*, the successful components of its predecessors are continued - but due to the three-dimensional design opportunities, an even more realistic representation of the Hylian world is possible for the first time, according to the ideas of Tanabe and Miyamoto. For example, the developers designed Hyrule's Market based on Lower Franconian half-timbered architecture. (Two years ago, Miyamoto spent a few weeks in northern Bavaria to brainstorm the design.)

The extent to which Tanabe has used a wide variety of myths to create his Zelda stories becomes apparent relatively quickly: The Master Sword clearly has references to the sword from the Arthurian legend, which is also in a stone and can only be wielded by a chosen one.

The Triforce stands for the three classical virtues of wisdom, courage and power, which have been processed in ancient myths worldwide, such as in the legends of Odysseus or in medieval heroic songs.

Mythical creatures and certain animals are at your side as advisors or helpers: The wind fish in the fourth entry can be compared to the whale, the lord of dreams - after all, the adventure was designed as a dream. The raccoon, which also appears in it, has the same function in Japan as the fox in their country and is considered smart and clever. The owl, on the other hand, stands for wisdom and knowledge.

However, the extraordinary feeling of the games is not created by such elements alone. What unites the Zelda community is in particular the constant recurrence of typical characters, items, sounds and actions, which also leads to enjoyable experiences in the latest entry and turns the loyal fan into the knowledgeable and initiated:

Once again, the Triforce is in danger of falling into the hands of evil forces and must be protected. Once again,

a flute has magical powers and serves Link to complete his destiny. Other items, such as the hookshot or the power bracelet, are well-known items that can be used to perform certain actions.

Special jingles now have a clear stimulus for the worldwide followers of Link: For example, there is the short fanfare when Link receives a certain item or has defeated a boss. Or the typical jingle when a previously locked entrance opens - a simple jingle becomes a meaningful melody!

In a way, there's also a running gag: the last three entries of the Zelda series all start in bed! In *A LINK TO THE PAST*, Link wakes up in his bed when Zelda speaks to him in a dream. In *LINK'S AWAKENING*, Link regains consciousness in a strange bed on Koholint Island, and in *OCARINA OF TIME*, the fairy Navi wakes him up from not-so-sweet dreams...

The ultimate Game

Role-playing games and adventure games have completely different meanings in Japan than in Germany: The genre is far more diverse and extensive, its games are numerous. There are very bizarre variants (*EARTHBOUND*) or spacey games like *MYSTICAL NINJA*. But more typical fantasy-based stories are games like *DRAGON QUEST*, *FINAL FANTASY* or the *ZELDA* series.

In no other series (not even the *FINAL FANTASY* series, in which none of the games are related to their predecessors in terms of content) has ever achieved the epic narrative style of Tolkien as ingeniously in the extensive *ZELDA* series. With the possibilities of high-resolution graphics, three-dimensional geometry and this well-founded background, *THE LEGEND OF ZELDA - OCARINA OF TIME* is not only a new entry in this great series of legends, but - in Miyamoto's words - the "ultimate game in this series!".

